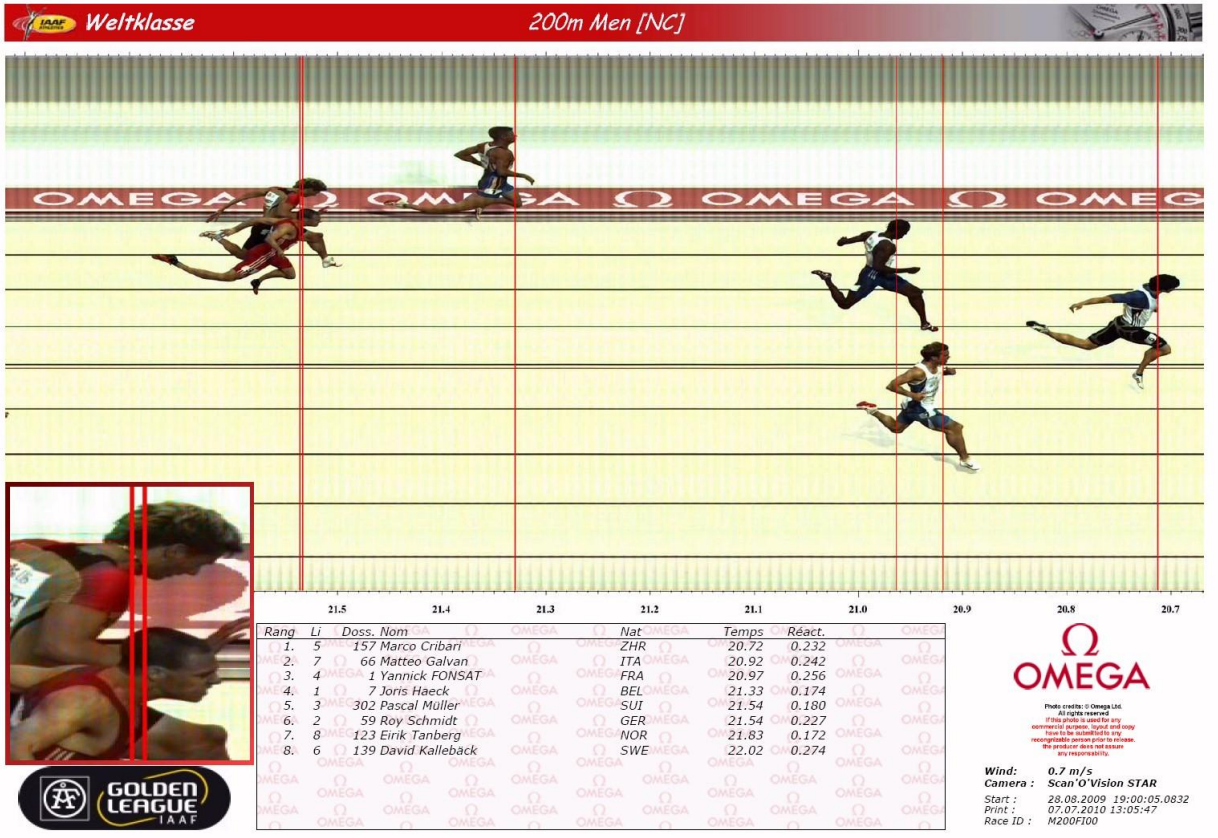
SWISS TIMING

User's Manual

TemplatePrint software

Print configuration for OSV-STAR software


Weltklasse
200m Men [NC]
OMEGA
21.5 21.4 21.3 21.2 21.1 21.0 20.9 20.8 20.7
Rang Li Doss. Nom Nat Temps Réact.
1. 5 157 Marco Cribari ZHR 20.72 0.232
2. 7 66 Matteo Galvan ITA 20.92 0.242
3. 4 1 Yannick FONSAT FRA 20.97 0.256
4. 1 7 Joris Haeck BEL 21.33 0.174
5. 3 302 Pascal Müller SUI 21.54 0.180
6. 2 59 Roy Schmidt GER 21.54 0.227
7. 8 123 Eirik Tanberg NOR 21.83 0.172
8. 6 139 David Kallebäck SWE 22.02 0.274
GOLDEN LEAGUE IAAF
OMEGA
Wind: 0.7 m/s
Camera : Scan'O'Vision STAR
Start : 28.08.2009 19:00:05.0832
Print : 07.07.2010 13:05:47
Race ID : M200FI00

3434.504.02

Version 1.5

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CAUTION

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New functions are indicated with this logo:
(the first software version including this function is indicated under the NEW)

SWISS TIMING

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1 INTRODUCTION

The TemplatePrint.exe software is used to generate and modify templates (files .optf) used to print results in the OSV-STAR software.
A template defines where which information must be printed on the paper sheet. The information can be data from the Scan'O'Vision (image, results, title, …) or fixed text or images/logos. The size, colour and font of each text can be selected.

The templates must be saved in the *Template* sub-directory of the OSV-STAR software (generally *C:\OSV-STAR\Template*) in order to be selected in the OSV7.exe software.

Restriction: In the actual software version, the template can only contains one page; if the results contain too many lines according to the template design, only the first lines will be printed. To print long results list, please use a specific template (without images for example) or use the "*Normal print*" in the OSV-STAR software.

2 INSTALLATION

The TemplatePrint.exe software is automatically installed in the main directory of the OSV-STAR software when you install the OSV-STAR software.

Depending of which software are already installed on you computer, you will need or not to install the "*Microsoft .NET Framework 2.0*". If you can run the TemplatePrint.exe software without neither error nor warning windows you didn't need to install it. If you get some errors or warning windows, exit the software and run the ***dotnetfx.exe*** software in the *install* sub-directory (generally *C:\OSV-STAR\install*) to install the "*Microsoft .NET Framework 2.0*". The *dotnetfx.exe* install software can also be downloaded on the web :

www.microsoft.com/downloads

3 SOFTWARE DESCRIPTION

This chapter is a short description of the design and the mains parts of the software.

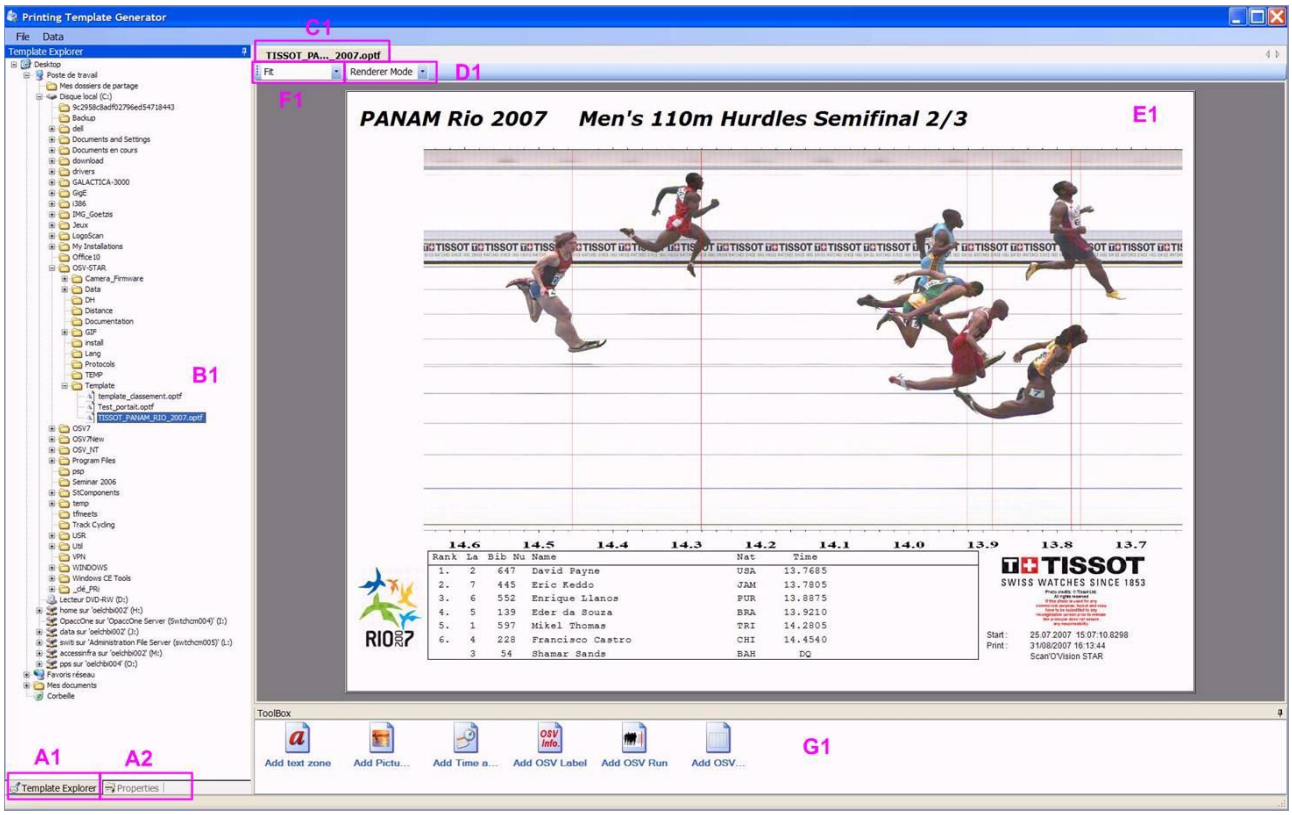


Fig. 1

Referring to Fig. 1 & 2 :

A1 : Select the *Template Explorer* window (show the **B1** window).
A2 : Select the *Properties* window (show the **B2** & **B3** windows).
B1 : *Template Explorer* window (visible when **A1** is selected).
B2 : *Graphic Object List* window (visible when **A2** is selected).
B3 : *Object Properties* window (visible when **A2** is selected).
C1 : Title of the opened template (followed by * if modification have been made from the last save).
D1 : Select the *Render Mode* (show the **E1** window).
D2 : Select the *Display Mode* (show the **E2** window).
E1 : *Render* window (visible when **D1** is selected).
E2 : *Display* window (visible when **D2** is selected).
F1 : Selection of the size of the **E1** and **E2** window.
G1 : *Toolbox*

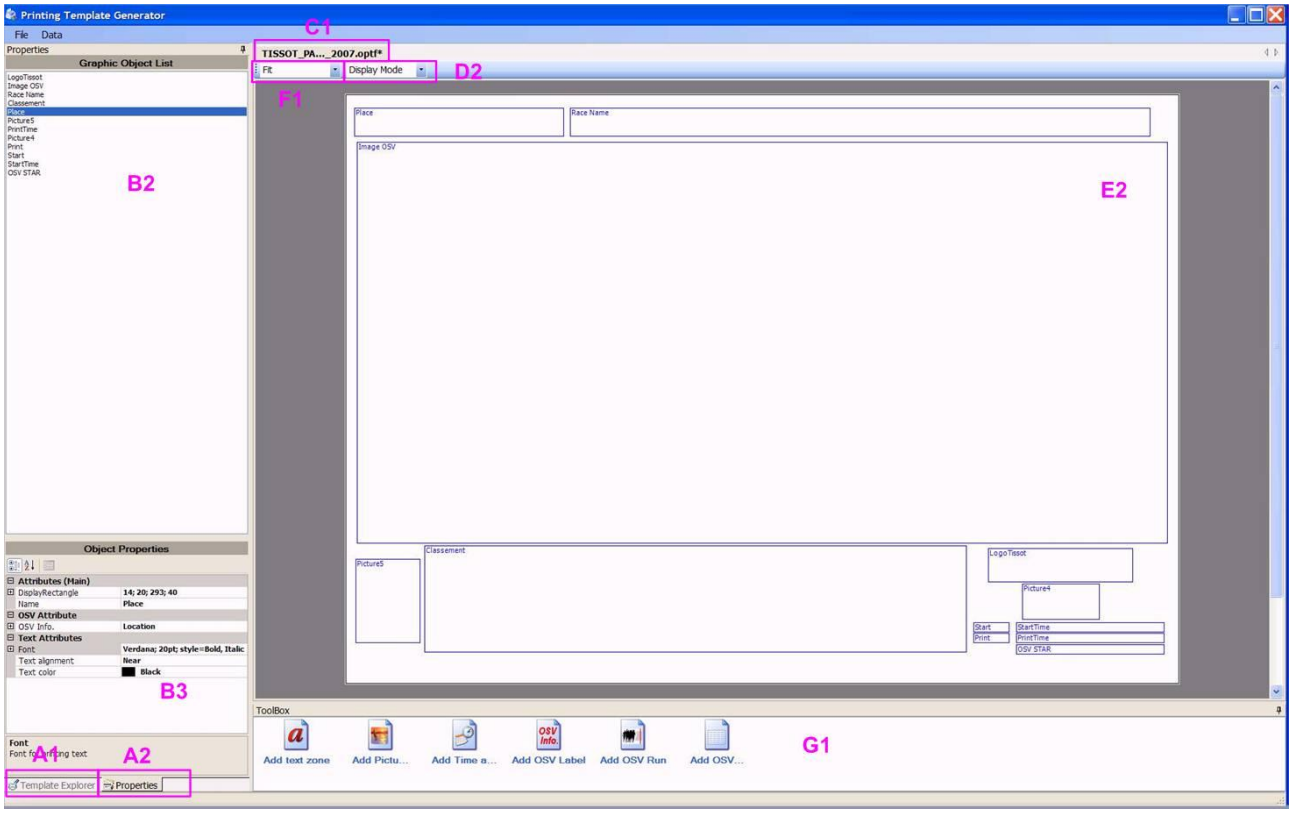


Fig. 2

Icons at the right of **D2** zone:

	Undo the last moving or resizing.
	Redo the last Undo.
	Format painter: 1. Select an object and click on this icon: it will copy its properties (size, font, colour, ...). 2. Select another object or group of object and click again on this icon: it will paste the properties (size, font, colour, ...).
	Align to the left all selected objects (minimum 2).
	Align to the right all selected objects (minimum 2).
	Align to the top all selected objects (minimum 2).
	Align to the bottom all selected objects (minimum 2).
	Center horizontally all selected objects (minimum 2).
	Center vertically all selected objects (minimum 2).
	Distribute horizontally all selected objects (minimum 3).
	Distribute vertically all selected objects (minimum 3).
	Move all selected objects by a X/Y vector.

An object can be selected by a click on it in the *Display* window **E2** or by a selection in the *Graphic Object List* **B2**. Multiple object selection can be made by pressing the Shift key during the previous operation or by creating a *dashed selection rectangle* in the *Display* window. Selected objects are displayed in red in the *Display* window.

To move an object or a group of object, you can use the mouse, the up/down/left/right keys or the move by vector icon .

4 PRINCIPLE

The OSV-STAR software use templates created by the TemplatePrint software to print images and results in a custom design. The templates (files with the extension .optf) must be stored in the *Template* sub-directory (generally C:\OSV-STAR\Template) in order to be used in the OSV-STAR software. If you create a new template, the OSV-STAR software must be restarted to find it. If you modify an existing template, the changes will be apply for the next print out (without need to restart the OSV-STAR software).

Before printing, the OSV-STAR writes some image and data in the TEMP sub-directory (generally C:\OSV-STAR\TEMP). These image and data are also used by the TemplatePrint software to create a render view (see Fig. 1 of chapter **3**). If the TEMP sub-directory does not exist or is empty, the TemplatePrint use default image and data. If you want to change the image and data seen in the render view (to design new template), you have to do a print in Full page in the OSV-STAR software with the wished image and data.

5 QUICK USE OF THE SOFTWARE

This chapter explains how to use the software, in logical order. It will only explain the basic functions; for all details, please refer to chapter **6**.

Example to create a template, starting with an existing template:

1. Run the TemplatePrint.exe software.
2. Select the "*Template Explorer*" tab [**A1**].
3. In the Template Explorer window [**B1**], select the "*C:*" drive, then the "*OSV-STAR*" directory, then the "*Template*" sub-directory and then an existing template (file .optf).
4. Click on the "*File*" menu and then on "*Open*" (you can also double click on the template file name or use the *Ctrl + O* shortcut).
5. If it is not already done, select the *Render Mode* [**D1**]; a simulation of the print is shown on the render window [**E1**], your screen must look like the Fig. 1 of the chapter **3**.
6. Click on the "*File*" menu and then on "*Save As …*", choose the *C:\OSV-STAR\Template* directory and write a name for the new template (*Test* for example).
7. Select the *Display Mode* [**D2**] and the *Properties* tab [**A2**], your screen must look like the Fig. 2 of the chapter **3**.
8. Add for example a text zone by doing a drag and drop from the *Toolbox* [**G1**] to the *Display* window [**E2**].The new object is listed (and selected) in the *Graphic Object List* [**B2**]
9. You can move this new object by another drag and drop and change there dimensions by a drag and drop on one of his side; you can also do these operation by entering X and Y coordinates, Width and Height in the *Object Properties* [**B3**].
10. In the *Object Properties*, you can change the name of the object (this is just an information, it is not printed) and more useful the text to write, his font, his size, his colour and his alignment.
11. You can also add an *OSV Label* (same procedure as point **8** above). Then on the "*OSV Info.*" field of the *Object Properties* [**B3**], you can choose one of the possible labels coming from the OSV-STAR race.
12. The objects will be "printed" in the order of the *Graphic Object List* [**B2**] (from top to bottom); so the last object will be over all others. You can change the order of the object by doing a "drag & drop" of the object in the *Graphic Object List* [**B2**].
13. To modify the properties of an existing object, you must first select it in the *Graphic Object List* [**B2**] or in the *Display* window [**E2**].
14. Press the *Delete* key on your keyboard to delete the selected object in the *Graphic Object List.*
15. At any moment, you can select the *Render Mode* [**D1**] to see what the print result will be and then click select again the *Display Mode* [**D2**] to "build" your template.
16. Save the modification made on your new template by clicking on "*File*" menu and then "*Save*" (or *Ctrl + S* shortcut).
17. Exit the TemplatePrint software with the menu "*File*" "*Close*".

6 FUNCTIONS DESCRIPTION

This chapter explains all the functions of the software.

6.1 Template Explorer

When the *Template Explorer* tab [**A1**] is selected, the *Template Explorer* window [**B1**] is displayed and allows you to select a directory to open a template.

6.2 Properties

When the *Properties* tab [**A2**] is selected, the *Graphic Object List* window [**B2**] and the *Object Properties* window [**B3**] are displayed.

6.2.1 Graphic Object List

The *Graphic Object List* window [**B2**] is a list of all the objects existing in the template; there are identified by their name (the name is a property of the object, see **6.7**).
You can select an object by clicking on his name; his properties will be displayed in the *Object Properties* window [**B3**]. An object can also be selected by clicking on it in the *Display* window [**E2**].
You can delete the selected object by using the "*Delete*" key of the computer's keyboard.
You can move an object in the list to change his "Layout Z order"; it is useful to place an object over another one (they will be "printed" in order, from the top to the bottom of the *Graphic Object List*, so the last one will be over all others).

6.2.2 Object Properties

The *Object Properties* window [**B3**] displays the properties of the selected object (identify with a blue line in the *Graphic Object List* window [**B2**]). The properties depend of the object (see **6.3** for the possible objects and **6.7** for the different properties). Most of the properties can be modified.
The display rectangle can be modified in the *Object Properties* window [**B3**] or in the *Display* window [**E2**].

6.3 Render Mode

The *Render Mode* is selected by [**D1**] and displays the *Render* window [**E1**] with the scale defined by [**F1**]. This mode simulates the printout. See also chapter **4**.

6.4 Display Mode

The *Display Mode* is selected by [**D2**] and displays the *Display* window [**E2**] with the scale defined by [**F1**]. This mode is used to add, move and resize objects in the template.

6.5 Toolbox

The *Toolbox* [**G1**] shows the possible objects. You can drag and drop objects from the *Toolbox* [**G1**] to the *Display* window [**E2**].

6.6 Possible objects

Some objects can be added from the *Toolbox* [**G1**] or from the "*Data*" menu of the *Display* window [**E2**]:

Text zone (shortcut *F1*)

To add free text (fix text for all the prints made with this template).

Picture (shortcut *F2*)

To add an image or logo (fix for all the prints made with this template). A lot of format as .bmp, .gif and .jpg can be imported. Select the image in the "*Picture*" attributes of the *Object Properties* [**B3**]. By extending the *Picture* attributes, you can see the original size of the image; the image will be stretched in the given display rectangle; so x/y deformation are possible. Pictures with .gif format can be displayed with transparency (selected when the .gif is created in specific software).

Date and print time (shortcut *F3*)

To add the date and/or the PC time at the moment of the print. Different formats can be chosen in the "*Formatter*" attributes of the *Object Properties* [**B3**].

OSV information (shortcut *F5*)

To add information from the race as the title, race length, location, sponsor, ID, wind speed, version, revision and start time. Select the data in the "*OSV Info.*" attributes of the *Object Properties* [**B3**].

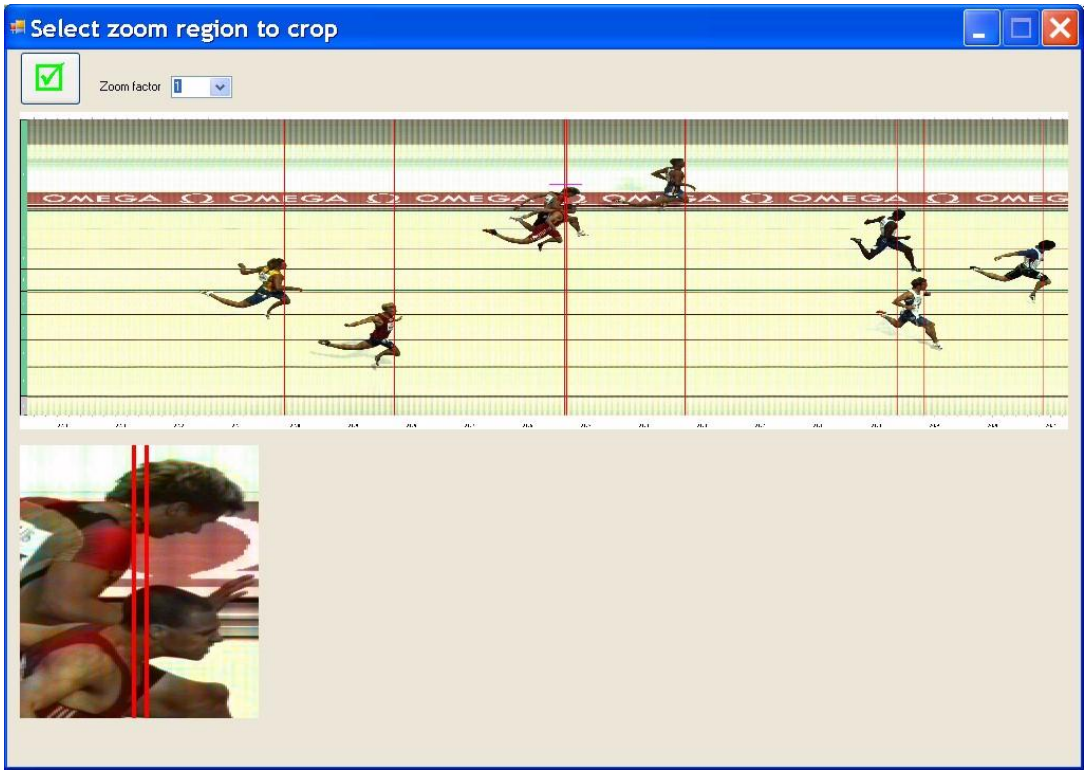
OSV image (shortcut *F6*)

To add the image of the race. The image printed depends of the length of the recording, the size of the page and the display rectangle; it will always "begin" with the image displayed on the PC screen in the OSV-STAR software.

NEW!

OSV zoom

To add a zoomed part of race image. When printing in the OSV-STAR software, the zoomed part to print can be selected within the actual image. The zoom factor can also be selected.



Click or drag and drop in the image to select the zoomed part to print in the template. Final print result is shown on the first page of this document.

OSV results (shortcut *F7*)

To add the results as there are appearing in the OSV-STAR software (the same column are displayed). The number of printed results can be selected in the OSV-STAR software (*Print setup* tab of the *Configuration* mode) but also depends of the text size and display rectangle.

6.7 Objects properties

The different possible objects have different adjustable properties:

Object	Display Rectangle (X & Y position, height and width)	Name	Text Attributes (font, size, alignment, colour, ...)	Speciality
Text zone	✓	✓	✓	
Picture	✓	✓		*Picture* attribute to select the image source
Date & print time	✓	✓	✓	Formatter attribute to select the date & time format
OSV Information	✓	✓	✓	*OSV Info.* attribute to select the data.
OSV Image	✓	✓		
OSV zoom	✓	✓		
OSV results	✓	✓	✓	The text alignment can not be chosen.

NEW! 2.5 All the objects have the possibility to be hided if there is no wind measurement or if the test mode is not enabled (test mode is managed with version and revision in the judgment mode of the OSV-STAR software).

6.8 File menu

Menu	Shortcut	Description
New	Ctrl + N	Create a new template.
Open	Ctrl + O	Open the selected template in the *Template Explorer* window [B1].
Save	Ctrl + S	Save the template.
Save as …	Ctrl + Shift + S	Save (copy) the template with another name and/or in another directory.
Page setup	Ctrl + Shift + P	Selection of the *Portrait* or *Landscape* orientation of the template. Selection of the printer to get the corresponding margins and preview.
Print preview		Preview of the print.
Print	Ctrl + P	Print the template.
NEW! 2.5 Create PDF	Ctrl + D	Create a high quality PDF file without need of any other software or driver.
Close	Ctrl + Q	Quit the TemplatePrint software.

6.9 Data menu

This menu is used to add objects in the template (same as the drag and drop from the *Toolbox* [G1] to the *Display* window [E2]).

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